intro

Web development refers to building, creating, and maintaining websites. It includes aspects such as [web design](https://techterms.com/definition/web_design), [web publishing](https://techterms.com/definition/web_publishing), web programming, and [database](https://techterms.com/definition/database) management. Web development includes many types of web content creation. Some examples include hand coding web pages in a [text editor](https://techterms.com/definition/texteditor), building a website in a program like Dreamweaver, and updating a [blog](https://techterms.com/definition/blog) via a blogging website. In recent years, content management systems like [WordPress](https://techterms.com/definition/wordpress), Drupal, and Joomla have also become popular means of web development. These tools make it easy for anyone to create and edit their own website using a web-based [interface](https://techterms.com/definition/interface).

While there are several methods of creating websites, there is often a trade-off between simplicity and customization. Therefore, most large businesses do not use content management systems, but instead have a dedicated Web development team that designs and maintains the company's website(s). Small organizations and individuals are more likely to choose a solution like WordPress that provides a basic website [template](https://techterms.com/definition/template) and simplified editing tools.

In this project, I will be focusing on the coded aspect of web development.

Why Is Website Development so Important?

You will hardly argue that presence on the Internet is important for all types of businesses. As you can see, there are ways to promote without investing heavily into a web presence. However, having your own website is much more beneficial, and here are a few reasons why:

Full Design Control

Increasing Brand Awareness

Saving Money on Advertising

Saving Time on Asking Questions

Confirming Your Credibility

Your Website Works 247

html5

HTML5 is the next major revision of the HTML standard superseding HTML 4.01, XHTML 1.0, and XHTML 1.1. HTML5 is a standard for structuring and presenting content on the World Wide Web. HTML5 is a cooperation between the World Wide Web Consortium (W3C) and the Web Hypertext Application Technology Working Group (WHATWG). The new standard incorporates features like video playback and drag-and-drop that have been previously dependent on third-party browser plug-ins such as Adobe Flash, Microsoft Silverlight, and Google Gears.

Browser Support

The latest versions of Apple Safari, Google Chrome, Mozilla Firefox, and Opera all support many HTML5 features and Internet Explorer 9.0 will also have support for some HTML5 functionality. The mobile web browsers that come pre-installed on iPhones, iPads, and Android phones all have excellent support for HTML5.

New Features

HTML5 introduces a number of new elements and attributes that can help you in building modern websites. Here is a set of some of the most prominent features introduced in HTML5.

• New Semantic Elements: These are like <header>, <footer>, and <section>.

• Forms 2.0: Improvements to HTML web forms where new attributes have been introduced for <input> tag

• Persistent Local Storage: To achieve without resorting to third-party plugins.

• WebSocket : A next-generation bidirectional communication technology for web applications.

• Server-Sent Events: HTML5 introduces events which flow from web server to the web browsers and they are called Server-Sent Events (SSE).

• Canvas: This supports a two-dimensional drawing surface that you can program with JavaScript.

• Audio & Video: You can embed audio or video on your webpages without resorting to third-party plugins. 1. HTML5 − OVERVIEW HTML5

• Geolocation: Now visitors can choose to share their physical location with your web application.

• Microdata: This lets you create your own vocabularies beyond HTML5 and extend your web pages with custom semantics.

• Drag and drop: Drag and drop the items from one location to another location on the same webpage.

css3

Cascading Style Sheets Level 3 (CSS3) is the iteration of the CSS standard used in the styling and formatting of Web pages. CSS3 incorporates the CSS2 standard with some changes and improvements.

A key change is the division of standard into separate modules, which makes it easier to learn and understand. As of February 2014, the standard is still under development by the World Wide Web Consortium (W3C), but a number of the CSS3 properties have been implemented in the latest versions of some Web browsers.

Some of the major modules of CSS3 are:

* Box model
* Image values and replaced content
* Text effects
* Selectors
* Backgrounds and borders
* Animations
* User interface (UI)
* Multiple column layout
* 2D/3D transformations

javascript

JavaScript is a programming language that adds interactivity to your website. This happens in games, in the behavior of responses when buttons are pressed or with data entry on forms; with dynamic styling; with animation, etc. This article helps you get started with JavaScript and furthers your understanding of what is possible.

[JavaScript](https://developer.mozilla.org/en-US/docs/Glossary/JavaScript) ("JS" for short) is a full-fledged [dynamic programming language](https://developer.mozilla.org/en-US/docs/Glossary/Dynamic_programming_language) that can add interactivity to a website. It was invented by Brendan Eich (co-founder of the Mozilla project, the Mozilla Foundation, and the Mozilla Corporation).

JavaScript is versatile and beginner-friendly. With more experience, you'll be able to create games, animated 2D and 3D graphics, comprehensive database-driven apps, and much more!

JavaScript itself is relatively compact, yet very flexible. Developers have written a variety of tools on top of the core JavaScript language, unlocking a vast amount of functionality with minimum effort. These include:

* Browser Application Programming Interfaces ([APIs](https://developer.mozilla.org/en-US/docs/Glossary/API)) built into web browsers, providing functionality such as dynamically creating HTML and setting CSS styles; collecting and manipulating a video stream from a user's webcam, or generating 3D graphics and audio samples.
* Third-party APIs that allow developers to incorporate functionality in sites from other content providers, such as Twitter or Facebook.
* Third-party frameworks and libraries that you can apply to HTML to accelerate the work of building sites and applications.

about

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